

Amendments to the Specification:

Please replace the paragraph that begins at page 8 with the text "Referring now to Figure 4, ...," with the following amended paragraph:

Referring now to Figure 4, a flow chart is presented illustrating a procedure 30 of emulating a set-top box with a gaming console. The procedure 30 is related to the above-described procedure 20, and exemplifications and illustrations made for the procedure 20 equally apply to the procedure 30. In a first step 301, set-top client instruction data (STCID) and set-top game instruction data (STGID) are received and stored in the at least a storage medium 110. STCID and STGID are optionally received from a receiver in connection with the gaming console 100, the receiver in communication with at least a communication channel, or they are received from an external storage medium 140. Next, ~~[[STCID]]~~STCID and the STGID are executed by the at least a processor 120, step 302. The gaming console 100 now emulates a set-top box. For example the executable instructions define which data formats are possibly supported by the emulated set-top box, and contains information about how to decode an encoded data stream received by the gaming console 100, the gaming console emulating a set-top box. Next, the GC 100 receives an encoded data stream, step 304, and decodes the encoded data stream, step 305. The encoded data stream is for example a MPEG data stream relating to a DTV broadcast. In step 306, the GC 100 provides output data for visualization and audio presentation. The output data are provided to the monitor 150 and to the sound system 160. Providing output data is equivalent to displaying video information extracted from the decoded data stream. It will be apparent to those of skill in the art that current GCs are provided with powerful video processors for use in game execution.

Please replace the paragraph that begins at page 10 with the text "Referring now to Figure 5, ...," with the following amended paragraph:

Referring now to Figure 5, a flow chart is displayed illustrating a procedure 40 illustrating a method of emulating a set-top box with a gaming console under consideration of

conditional access (CA). [[.]] The procedure **40** is related to the above-described procedure **30**, and exemplifications and illustrations made for the procedure **30** equally apply to the procedure **40**. The first steps of procedure **40**, receiving STCID and STGID, step **401**, and executing STCID and STGID, step **402**, and receiving STGID, ~~step 403~~, are similar to the corresponding steps of procedure **30**. After executing steps **401**[[.]] and **402**, ~~and 403~~, the gaming console **100** is conditioned and in a state of emulating a set-top box. Next, a conditional access module (CAM) is received, step ~~[[404]]~~**413**. The CAM is optionally received over the network or from ~~[[on]]~~an external storage medium. The CAM is a client running on the at least a processor **120** for verifying access authorization of the gaming console **100**, and for descrambling a scrambled data stream. Next, the CAM verifies for access authorization, step **414**. For example, the CAM verifies the validity of an access code ~~providing~~provided from a smart card, the smart card in communication with the at least a processor **120** and the at least a storage medium **110** through the interface **170**. A person of skill in the art envisions with ease other methods of authorization access verification. Next, a scrambled, encoded data stream is received, step **404**. The CAM descrambles the scrambled, encoded data stream, step **415**. The descrambled, encoded data stream is decoded, step **405**, the step being performed by the set-top game instruction data in execution by the at least a processor **120**. In step **406**, the GC **100** provides output data for visualization and audio presentation. The output data are provided to the monitor **150** and to the sound system **160**. Providing output data is equivalent to displaying video information and playing audio information extracted from the decoded data stream.